

Nintendo

GAME BOY COLOR

LEGO

ALPHA TEAM

CGB-BLPE-USA

INSTRUCTION
BOOKLET

ONLY FOR
GAME BOY
COLOR

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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The Story

Orbiting high above the Earth in their satellite headquarters reside the LEGO Alpha Team, a crew of "special forces" agents who solve problems by deploying wacky devices that have been built out of special LEGO parts. Using their special skills and carefully positioning their supply of LEGO Building Units, the LEGO Alpha Team keeps the world safe from the schemes of their arch-foe Evil Ogel.

However, Ogel has developed a new technology, the D.O.O.M.* Machine, that manufactures Mind-Control Orbs. These Orbs turn unsuspecting LEGO townspeople into Skeleton Zombies who do his every bidding. The LEGO Alpha Team has discovered that Evil Ogel is manufacturing these Orbs in four top-secret compounds located around the world, but the first five Alpha Team members sent in have never returned.

You must lead the sixth, and last, LEGO Alpha Team member on a mission to infiltrate each of Ogel's compounds, open secret doors, avoid security devices and the Skeleton Zombies in order to free his teammates and defeat Ogel.

You control the missions by deciding where to place each and every Building Unit. Then you give the order for the team to spring into action. If you do your job right, the team will be able to use your devices to defeat Ogel's defenses and stop his sinister plans.



Controls

To navigate through the menu systems :-

- + Control Pad – move cursor around screen
- A Button – Confirm selection
- B Button – Cancel selection / Return to previous menu

To play the game :-



To change the camera's focus while in 'Go' mode :-

Press A Button to swap camera between characters.

Press and hold B Button to free the camera and use the Control Pad to move the camera around.



The Options Screen



To change various game parameters simply highlight Options on the Main Menu screen and press the A Button to confirm your selection. To change a parameter simply highlight the name with the cursor and press the A button to alter its state.

The Options Screen

Music – This option allows you to turn the music off and on.

✓ = Yes, music will be played.

✗ = No, music will not be played.

Timer – This option alters the amount of time allowed to complete each mission.

L = Low amount of time to complete each mission.

This is suitable for accomplished players.

M = Medium amount of time to complete each mission.

H = High amount of time to complete each mission.

This is suitable for first time players.

Clr save – This option allows you to delete the saved game.

✗ = Return to the Options Screen without deleting.

✓ = Deletes the saved game.



Beginning Your Training



Insert the Game Pak into your Game Boy Color and turn it ON. If you press the A Button while on the title screen the main menu appears. Select 'Training' from the main menu to begin your tuition.

LEGO Alpha Team is a puzzle-solving game where you use special LEGO Building Units to create devices that solve a mission.

You need to place and connect the Building Units in the right combination for a device to work.



Beginning Your Training

For example, in the first training mission you must navigate your way from the right of the screen to depress the plunger at the top of the screen and thereby complete the training mission.

Since your character, Dash, will only walk in a straight line you will need to use the Building Unit available (in this case the direction changer tile) to make him turn the corner. Locate the direction changer tile and press the A Button to pick it up. Move the tile down and to the right so that it lines up correctly with the pathway that leads to the top of the screen and, ultimately, the door Plunger. Press A Button again to drop the tile and then press B Button to orient the tile in the correct direction if necessary. When you are happy that the tiles are oriented correctly and you think that Dash will hit the Plunger at the end press Start and watch Dash take the path that you have set for him. If you've lined everything up right then upon hitting the Plunger the doorway will open and Dash will move onto the second training mission of the game. If you aren't successful then press Start to go back into mission edit mode, alter the building unit until you think it is correct and then press Start to set Dash off again!

Note: The door Plunger can only be activated from below!! Pressing the side of the plunger will not open the door.

When you have completed all of the Training Missions then select New Game to start the adventure!



Starting the Adventure

When the game begins, Ogel has captured and imprisoned most of the LEGO Alpha Team members in his secret compounds all over the earth. Only Dash, the team's leader and motion specialist, is free to help you. You must help Dash break into each of Ogel's compounds and use LEGO Building Units to build devices to rescue the captured team members and open the Doors. Once you have freed the whole team, you must defeat Ogel's plans by capturing his mind-control Orbs and freeing the peaceful LEGO townspeople (who have been turned into Skeleton Zombies).

As you progress through the game and free your captured teammates, more LEGO Building Units will become available to you for building your Ogel-defeating devices. You will need to free the whole team and use all your Building Units to meet your final challenge: shutting down Ogel's D.O.O.M Machine and capturing the evil overlord himself.

The LEGO Alpha Team



The six LEGO Alpha Team members can run, jump, go up and down stairs, and pull levers to start the devices that you build. Each character has an area of expertise and a special set of Building Units that you can use once you've rescued them.

Starting the Adventure



Dash is the team leader and motion expert. You start the game with him and the ever-important direction tile Building Units.



Crunch is the demolitions expert. Once you rescue him you can use new Building Units like a remote controlled-bomb to aid your progress.



Radia is the team's laser expert. After you rescue her you can use Building Units like lasers and mirrors (to change the direction of a laser beam).



Charge is the electrical expert. When rescued, you can use his collection of Building Units that includes power generators and the hi-tech anti-gravity device.



Starting the Adventure



Cam is the team's motors expert. She's responsible for the construction and maintenance of the Alpha Teams' generators.



Flex is the team's ropes expert. He's definitely the wacky member of the team and usually correctly follows orders more by luck than judgement!



TEE-VEE is the Alpha Team's loveable robot sidekick. He'll give you your mission briefing throughout the game. Just move the cursor over him and press the A button to read the mission briefing.

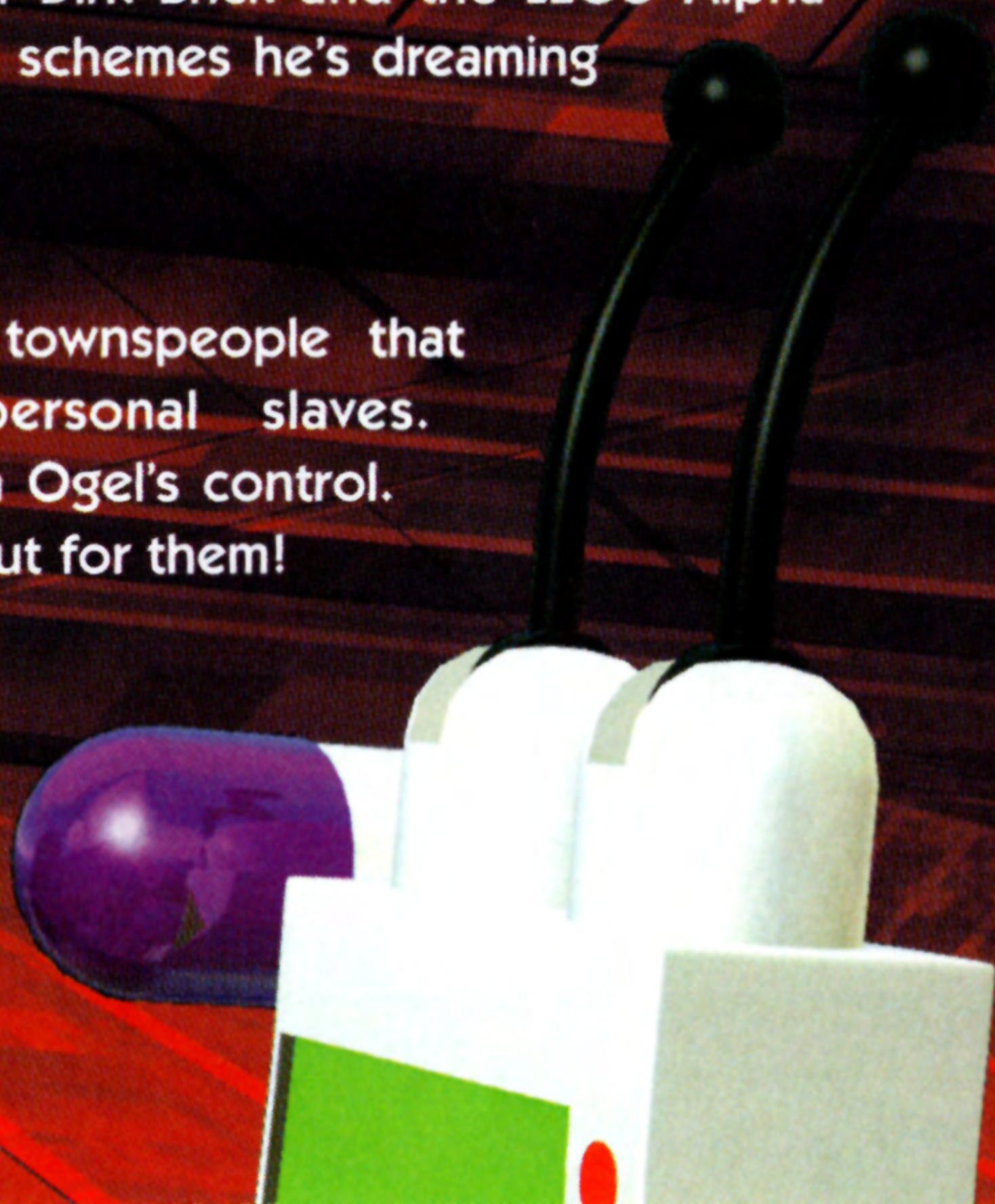
Starting the Adventure

OGELE Characters – These are the bad guys that the team is up against:

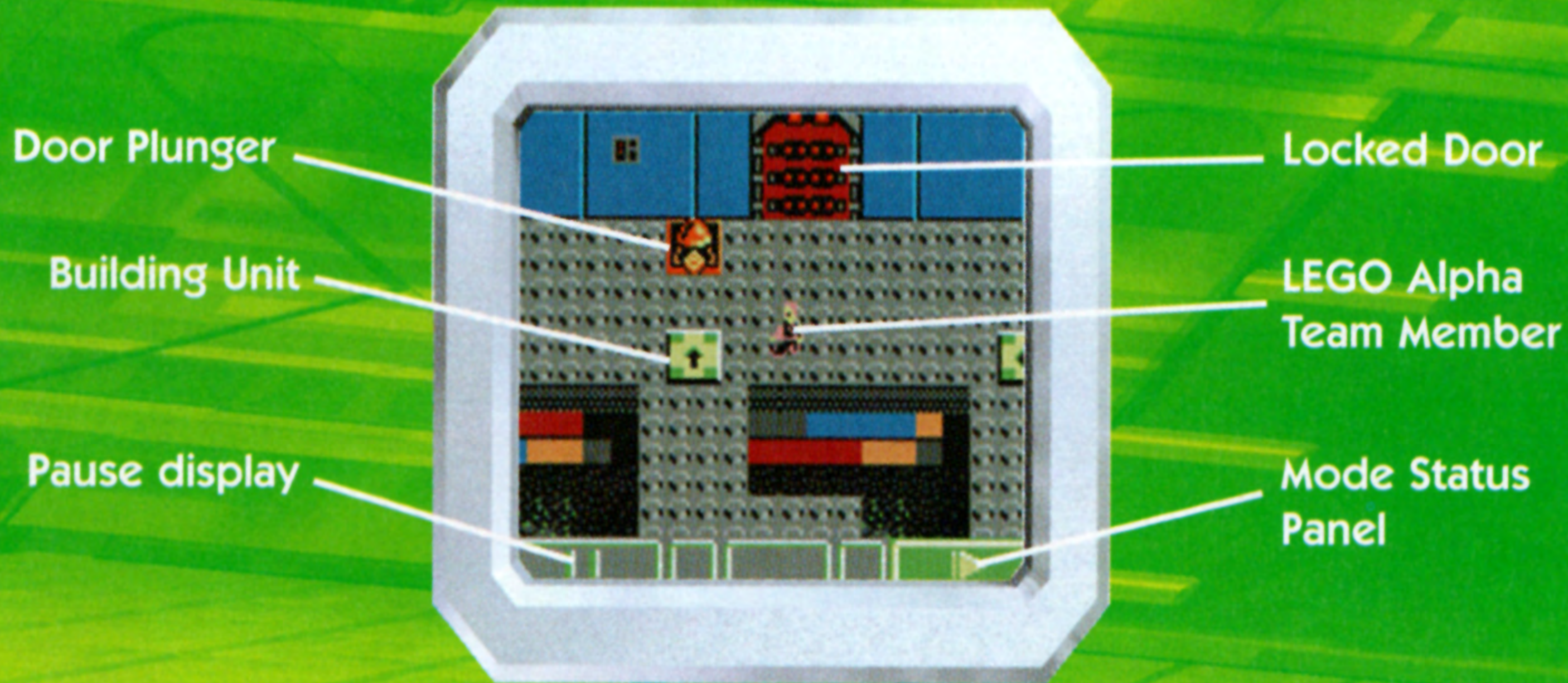


Ogel is the arch-nemesis of Dirk Brick and the LEGO Alpha Team. Who knows what evil schemes he's dreaming up behind that mask?

Skeleton Zombies are peaceful LEGO townspeople that Ogel has transformed into his personal slaves. Solving a mission puzzle frees them from Ogel's control. Some guard Ogel's compounds. Watch out for them!



Viewing the Game Screen



LEGO Alpha Team is played on Ogel's terms and in his environment. Each of Ogel's four compounds contains a locked door and a door plunger, generally at the top of each game area.

Note: When you start to get close to the time limit allowed for the mission you are currently undertaking, the Mode Status Panel will begin to flash warning you that you don't have much time left!

Building Units

The following list shows all of the building units that are available to you throughout the game together with each of their functions:



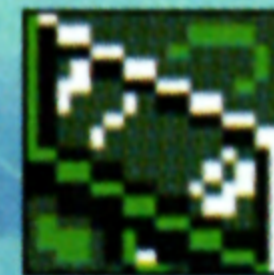
Direction Changer: Causes the team member to change direction when hit. Move with 'A Button' and rotate with 'B Button'.



Laser: A team member can activate this to fire a laser beam. Move with 'A Button' but unable to rotate.



Yellow Stairs: Allows team member to reach higher platforms. Move with 'A Button' & rotate with 'B Button'.



Mirrors (left & right): A beam fired from the laser can be deflected 90-degrees. Move with 'A Button' but unable to rotate.



Spring Tile: Allows team member to reach higher platforms. Move with 'A Button' but unable to rotate.

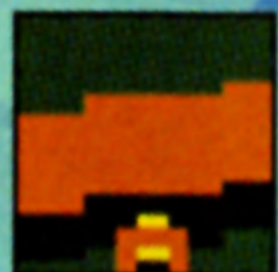


Generator: Powers the antigravity device and generator driven laser. Move with 'A Button' but unable to rotate.





Trampoline: Allows team member to reach higher platforms. Move with 'A Button' but unable to rotate.



See Saw: Causes team member to jump at other end. Non-movable and unable to rotate.



Big Slide: Team members can reach other areas in a room by using this. Non-movable and unable to rotate.



Explosives: Place these very near front facing brick walls to blow them up. Move with 'A Button' but unable to rotate.



Detonator: A team member needs to activate this to detonate the explosives. Move with 'A Button' but unable to rotate.



Power Leads: Supplies power from the generator to the antigravity device. Use 'A Button' between 2 relevant units to wire.



Antigravity Device: When powered by a generator, causes team member to jump. Move with 'A Button' but unable to rotate.



Generator Driven Laser: When driven by a generator, causes a laser beam to fire. Move with 'A Button' but unable to rotate.



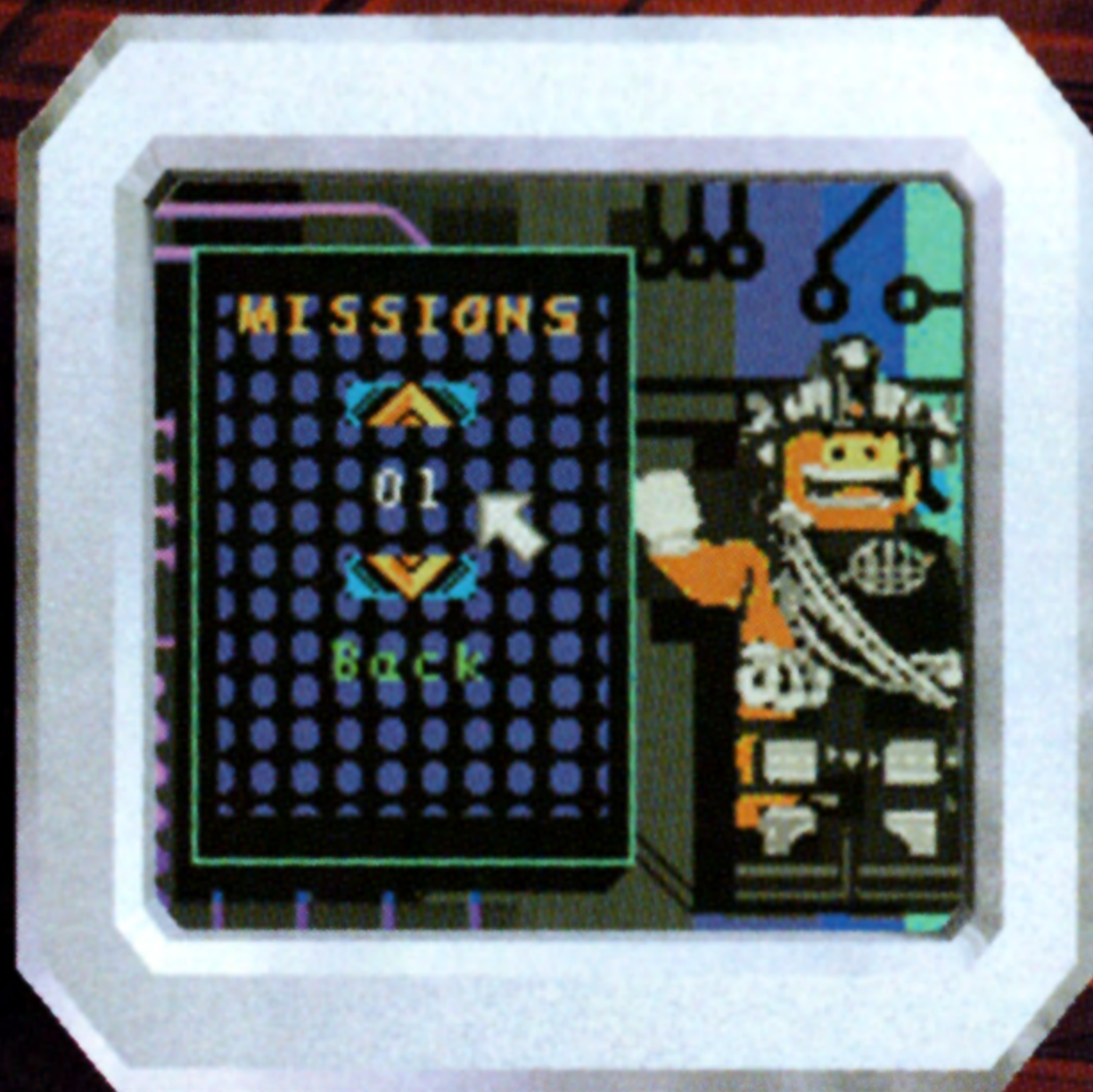
Fan Belt: Drives the generator driven laser to actually fire the laser beam. Use 'A Button' between 2 relevant units to link. Ensure there is a large gap between the two units being connected.



Turbo Tube: Propels team members long distances across a room. Non-movable and unable to rotate.



Saving and Continuing Your Progress



Whenever you complete a mission your progress is automatically saved to the battery backup system in place in the LEGO Alpha Team cartridge.

To continue playing LEGO Alpha Team from your last position you must select **Missions** from the main menu screen. The number of the last mission you were playing will be displayed in the centre of the screen. Highlight the number with the cursor and press the **A Button** to start the mission.

You can also play previously completed missions in this screen by highlighting the up and down arrows and pressing the **A Button** to change the mission number. To play a mission, simply highlight the number and confirm with the **A Button**.

NOTE: LEGO Alpha Team only allows one save game to be present on the Cartridge.



Credits

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Matt Simmonds – Music & Sound FX

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Additional Thanks

Special thanks go to all the children who gave their valuable input throughout the development of this title.

plus additional thanks to those who gave professional input.

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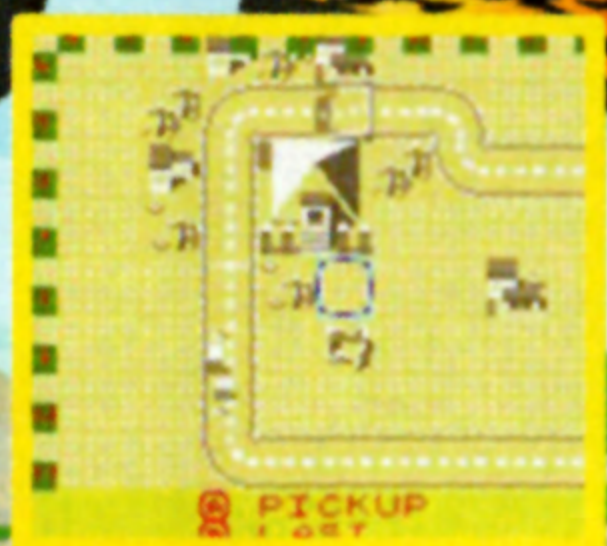
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Loop It, Spin It, Race it, Win It!

**Build your track, pick your driver, then
tear around your own custom made stunts!**



Build the track



Race on it!



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